£1.20 ● Nº 78 ● 24 MAY 1996 ● UK's OFFICIAL SEGA COMIC ● EVERY FORTNIGH

SONIC THE COMIC

TWO SONIC STORIES

PLASMA!

HIDDEN DANGER!

FREE!

TRANSFERS

© Sega Enterprises Ltd, 1991/92/94. Licensed by Copyright Promotions Ltd.
Presented free with Sonic The Comic

MAGIC CARPET & THE OOZE REVIEWS!

ep SCC 3 Archive

KNUCKLES! ● STREET RACER & SUPER SKIDMARKS Q ZONE

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

These miserable humes haven't exactly been the life and soul recently, but that's about to change thanks to the count-down to *STC's* third birthday next issue - it's a party poopers prohibited zone; see below for more info, but first, here's what's happening in this issue ...

Sonic and Amy do a spot of Plasma grappling in an exciting complete story. Knuckles and Captain Plunder continue their quest to find hidden treasure, and the swashbuckling action has even swept its way into the Graphic Zone! Hidden Danger is revealed in Sonic's World, but brace yourselves, Boomers, as *STC* bids farewell to The Shining Force (be sure to write in if you'd like to see more of their adventures).

Take a squint at the revised charts, which due to demand, now lists the top games for the Sega Saturn system (*STC's* also taken the hint for the Review Zone). Finally, there's some *wheely* handy Street Racer and Super Skidmarks hints and tips in the Q Zone.

Join me in just two weeks time for the official UK Sega comic's mega-tastic third birthday issue. It's going to be awesome!

Megadroid

TAILS JOINS THE PARTY!

COMING TO A NEWSAGENTS NEAR YOU - *STC* 79!

MAKE A DATE TO CELEBRATE ***STC'S* THIRD BIRTHDAY** EXTRAVAGANZA WITH ALL YOUR SEGA SUPERSTARS ... SONIC, KNUCKLES AND MORE!

ISSUE 79 EVEN COMES WITH A *FREE* **SONIC SPINNER**, SO WHIZZ OFF TO YOUR NEWSAGENTS AND PLACE YOUR COPY NOW - IT'S BOUND TO BE A SELL-OUT!

• EDITOR: Deborah Tate
• ASSISTANT EDITOR: Audrey Wong
• DESIGNER: Gary Knight
• COVER ART: Carl Flint

CONSULTANT: RICHARD BURTON
PRODUCTION: SARAH COLLEY
MARKETING MANAGER: GARY BELL

Published every other Saturday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU. Tel: 0171 344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in England by BPC MAGAZINES (COLCHESTER) LTD, A MEMBER OF THE BRITISH PRINTING COMPANY LTD. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

Copyright © Fleetway Editions Ltd., 1996. Copyright © Sega Enterprises Ltd., licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. Distributed by Seymour, Windsor House, 1270 London Road, Norbury, London SW16 4DH. Tel: 0181 679 1899 (Customer Services). Advertising: Sarah Connell, Tel: 0171 344 6411.

ISSN 0969 3041.

SEGA

COMPILED BY ChartTrack

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	↑	FIFA SOCCER '96
2	↓	SONIC AND KNUCKLES
3	RE	TAZ-MANIA: ESCAPE FROM MARS
4	↑	SONIC THE HEDGEHOG 2
5	↓	MICKEY MANIA
6	↓	MICRO MACHINES '96
7	↓	PREMIER MANAGER
8	↓	ECCO 2: THE TIDES OF TIME
9	RE	PSYCHO PINBALL
10	RE	BRIAN LARA CRICKET

SATURN

1	●	SEGA RALLY
2	↑	FIFA SOCCER '96
3	NEW	VIRTUA COP
4	NEW	D
5	↓	VIRTUA FIGHTER 2
6	NEW	F1 CHALLENGE
7	↓	WORMS
8	↓	SIM CITY 2000
9	↓	WING ARMS
10	↓	FIRESTORM: THUNDERHAWK 2

MEGA-CD

1	●	EARTHWORM JIM
2	●	SOULSTAR
3	●	B.C. RACERS
4	●	BRUTAL: PAWS OF FURY
5	↑	ETERNAL CHAMPIONS
6	↓	WORLD CUP USA '94
7	●	SNATCHER
8	RE	TOMCAT ALLEY
9	RE	JAGUAR XJ220
10	RE	SILPHEED

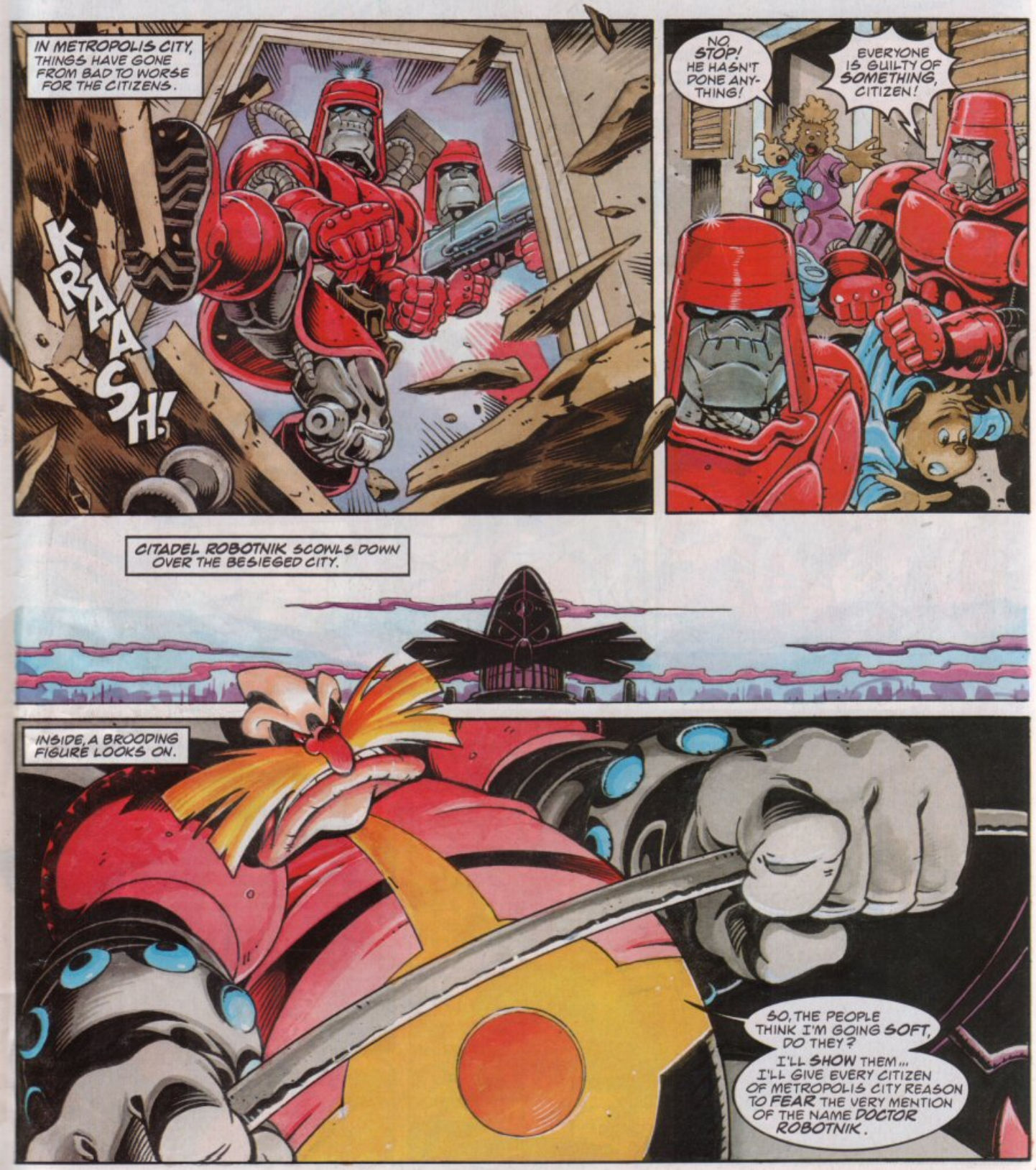
GAME GEAR

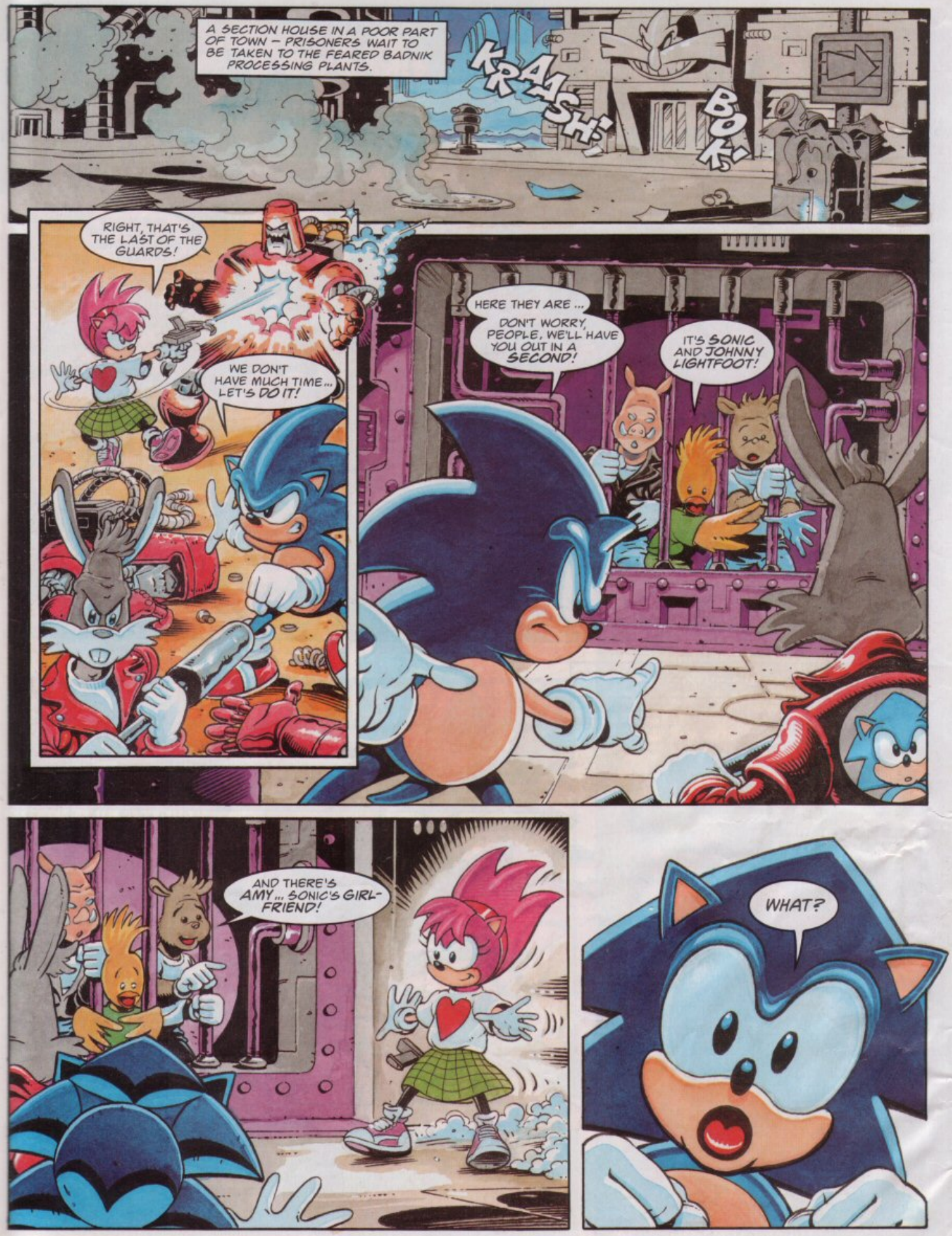
1	●	SONIC CHAOS
2	●	TAZ-MANIA: ESCAPE FROM MARS
3	↓	SONIC THE HEDGEHOG 2
4	RE	FIFA SOCCER '96
5	RE	ECCO 2: THE TIDES OF TIME
6	RE	REN AND STIMPY
7	↓	SONIC THE HEDGEHOG
8	↓	THE LION KING
9	↓	MORTAL KOMBAT 2
10	RE	DYNAMITE HEADDY

SONIC THE HEDGEHOG™ Plasma

COMPLETE STORY

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE


IN METROPOLIS CITY, THINGS HAVE GONE FROM BAD TO WORSE FOR THE CITIZENS.
KRAASH!
NO, STOP! HE HASN'T DONE ANY-THING!
EVERYONE IS GUILTY OF SOMETHING, CITIZEN!
CITADEL ROBOTNIK SCOWLS DOWN OVER THE BESIEGED CITY.
INSIDE, A BROODING FIGURE LOOKS ON.
SO, THE PEOPLE THINK I'M GOING SOFT, DO THEY?
I'LL SHOW THEM... I'LL GIVE EVERY CITIZEN OF METROPOLIS CITY REASON TO FEAR THE VERY MENTION OF THE NAME DOCTOR ROBOTNIK.

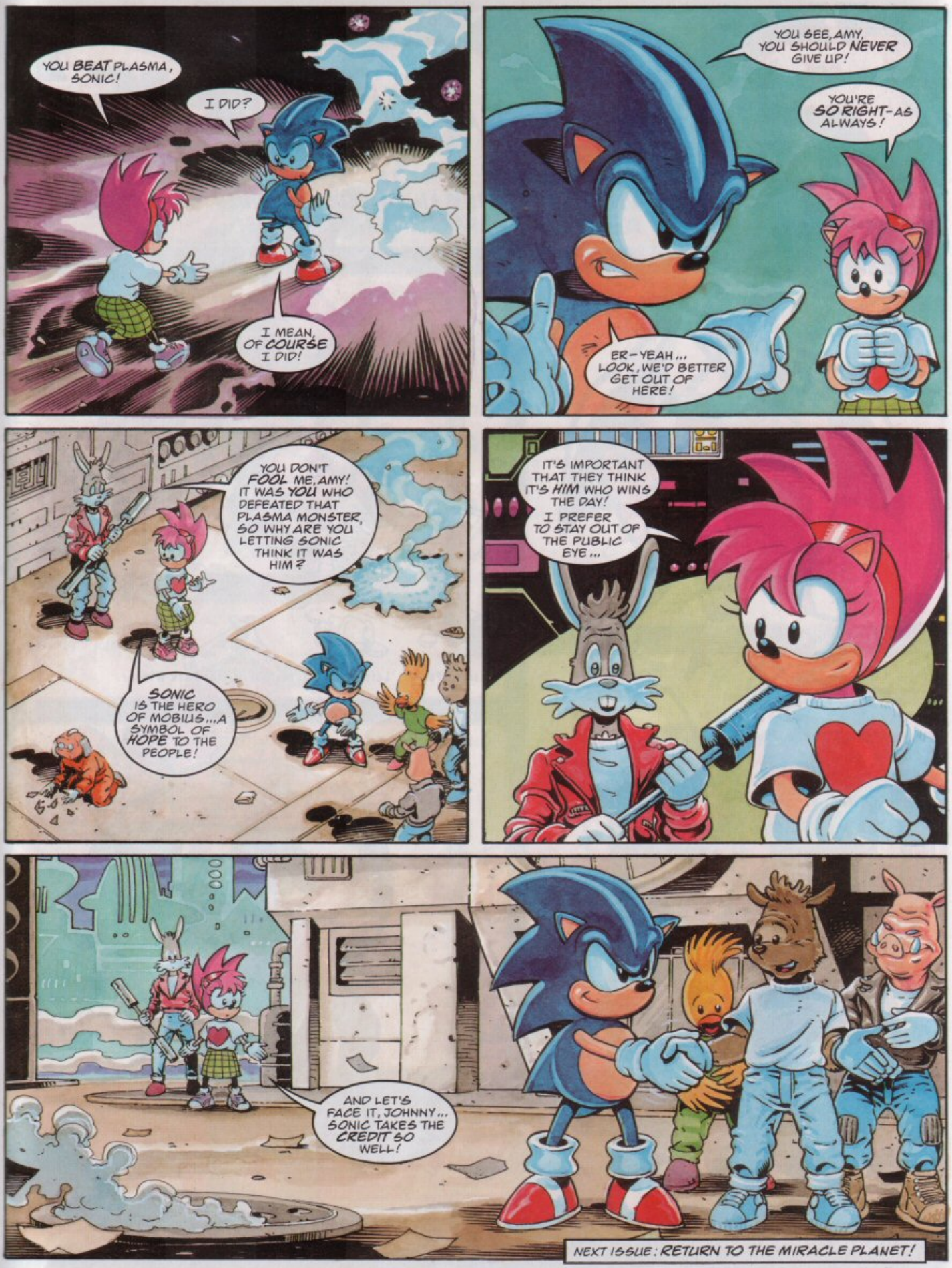

A SECTION HOUSE IN A POOR PART OF TOWN – PRISONERS WAIT TO BE TAKEN TO THE FEARED BADNIK PROCESSING PLANTS.
KRASH!
BOK!
RIGHT, THAT'S THE LAST OF THE GUARDS!
WE DON'T HAVE MUCH TIME... LET'S DO IT!
HERE THEY ARE...
DON'T WORRY, PEOPLE, WE'LL HAVE YOU OUT IN A SECOND!
IT'S SONIC AND JOHNNY LIGHTFOOT!
AND THERE'S AMY... SONIC'S GIRL-FRIEND!
WHAT?

NOW LOOK HERE, BUSTER, AMY IS NOT MY GIRLFRIEND!
I'M GETTING REALLY SICK OF FOLK ALWAYS ASSUMING...
SONIC, IS THIS REALLY THE TIME?
ER... YES, YES, YOU'RE RIGHT JOHNNY!
AMY, COULD YOU OPEN THAT CELL DOOR FOR ME?
ANYTHING FOR YOU, SWEETHEART!
KNOCK IT OFF, AMY!
YOU'VE GOT TO ADMIT, SHE HAS HER USES!
HRUUMP!
SHOOM!
SONIC, WE'D BETTER GET OUT OF HERE QUICKLY, BEFORE HE COMES BACK!
BEFORE WHO COMES BACK?

BEFORE I COME BACK, YOU FOOLS!
I, PLASMA, MASTER OF ELECTRONS!*
MY NAME'S ARNEM ABACUS... IF ANYONE'S INTERESTED!
* HE'S THE MASTER OF POSITIVE IONS TOO, BUT HE NEVER TALKS ABOUT IT - MEGADROID.
DOCTOR ROBOTNIK HAS PUT US IN CHARGE OF THIS DISTRICT OF METROPOLIS CITY. NOW WON'T HE BE PLEASED WHEN I GIVE HIM SONIC THE HEDGEHOG?
NOT AS PLEASED AS WE'LL BE WHEN WE GET THE TWO MILLION REWARD MONEY!
YOU THINK YOU'RE GOING TO TURN ME IN? DREAM ON, BOZOS!
DEEP FRIED HEDGEHOG, ANYONE?
ZZZZZACK!
AAAAAGH!

GIVE IT UP, SONIC, YOU CAN'T BEAT ME!
GIVE UP? I HAVEN'T EVEN BEGUN YET!
I'LL CREATE A SONIC-CYCLONE AND RIP YOU TO PIECES!
I AM PURE ENERGY... NOTHING YOU DO AFFECTS ME!
FAZZAAK!
AGGGH!
ZZAK!
HOWEVER, I CAN AFFECT YOU! LIKE THIS!
THERE'S NOTHING I CAN DO... I CAN'T EVEN TOUCH THE CREEP!
DON'T GIVE UP, SONIC... HE WAS WORRIED THERE FOR A SECOND!
DO YOU REALLY THINK SO?
ANYWAY... WHO SAID ANYTHING ABOUT GIVING UP?

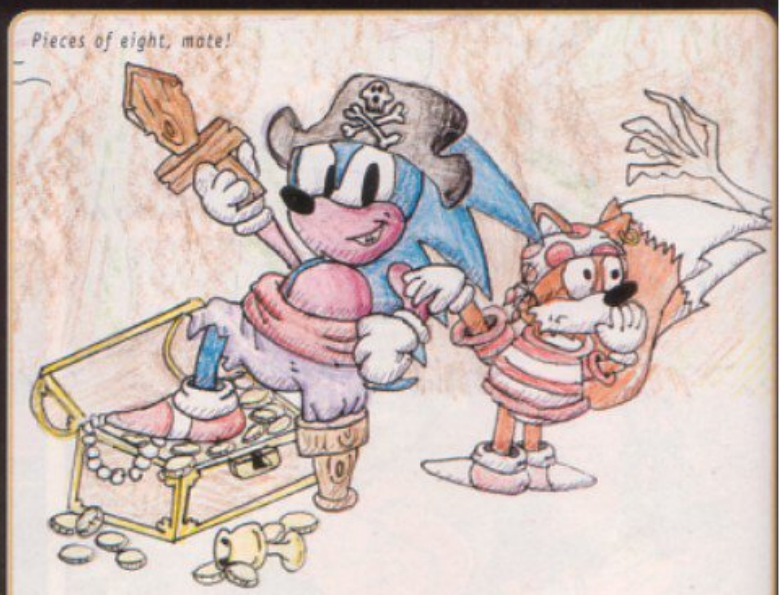
ALL RIGHT, PLASMA ... LET'S TRY THAT AGAIN!
THAT'S THE SPIRIT!
THOUGHT NOBODY HAD NOTICED YOU, DID YOU?
ER ... NEVER MIND ME, SHOULDN'T YOU BE HELPING YOUR HEDGEHOG FRIEND?
THAT'S JUST WHAT I'M DOING, BUSTER!
WHUMP!
AGHH!
IF I'M RIGHT, PLASMA ISN'T A PERSON AT ALL ... BUT SOME KIND OF FOCUSED ENERGY FIELD, WHICH YOU'VE BEEN CONTROLLING WITH THIS BOX!
CRRNNCH!
SO NOW I'VE SMASHED IT, PLASMA SHOULD BE A GONER TOO!


YOU BEAT PLASMA, SONIC!
I DID?
I MEAN, OF COURSE I DID!
YOU SEE, AMY, YOU SHOULD NEVER GIVE UP!
YOU'RE SO RIGHT-AS ALWAYS!
ER-YEAH... LOOK, WE'D BETTER GET OUT OF HERE!
YOU DON'T FOOL ME, AMY! IT WAS YOU WHO DEFEATED THAT PLASMA MONSTER, SO WHY ARE YOU LETTING SONIC THINK IT WAS HIM?
SONIC IS THE HERO OF MOBIUS... A SYMBOL OF HOPE TO THE PEOPLE!
IT'S IMPORTANT THAT THEY THINK IT'S HIM WHO WINS THE DAY!
I PREFER TO STAY OUT OF THE PUBLIC EYE...
AND LET'S FACE IT, JOHNNY... SONIC TAKES THE CREDIT SO WELL!
NEXT ISSUE: RETURN TO THE MIRACLE PLANET!

PIRATE ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER. BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.

Rodney Fernandez, London. Crayola Overwriter Pack Winner.



Jessica Padkin, Leicester. Crayola Overwriter Pack Winner.

Martin Conway, Cambridge. MD/MS owner. Crayola Overwriter Pack Winner.

Cutting a dash!

Alisdair Williams, W Sussex. GG owner. Crayola Overwriter Pack Winner.

The ship wrecked look!

Nathan Maybank, Melksham, Wilts. MD owner. Crayola Overwriter Pack Winner.

Knuckles finds seafaring a snip!

Nedjad Dipa, Wiggiston, York. MD/MS owner. Crayola Overwriter Pack Winner.

Robotnik proves a rough ride!

Aron Friend, Croydon. MD owner. Crayola Overwriter Pack Winner.

To help get your handywork selected in future *Graphic Zones*, please take note of the following tips:-

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the comic - come up with your own ideas.

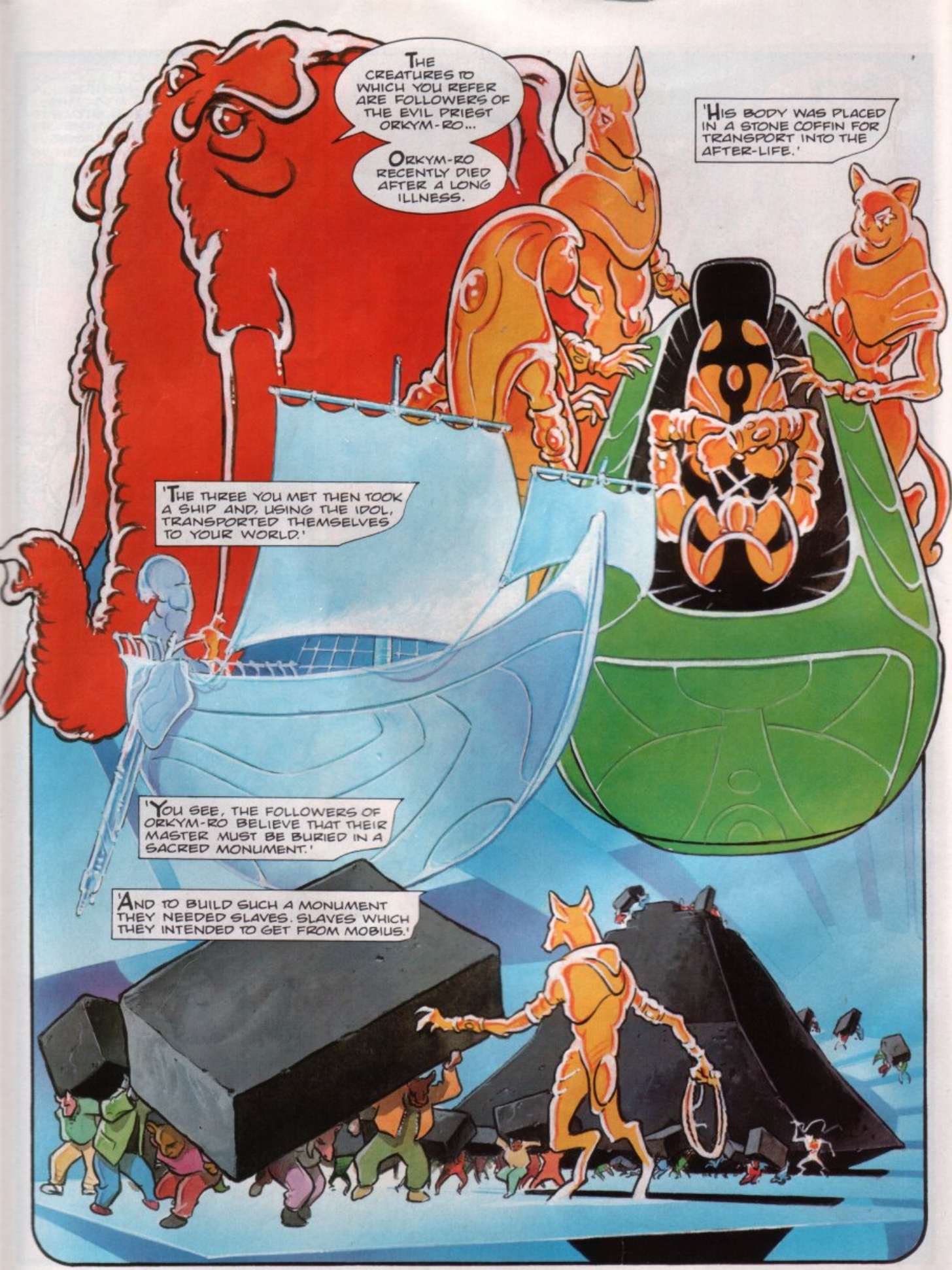
* Include your name and address, preferably written in capital letters on the back of the page.

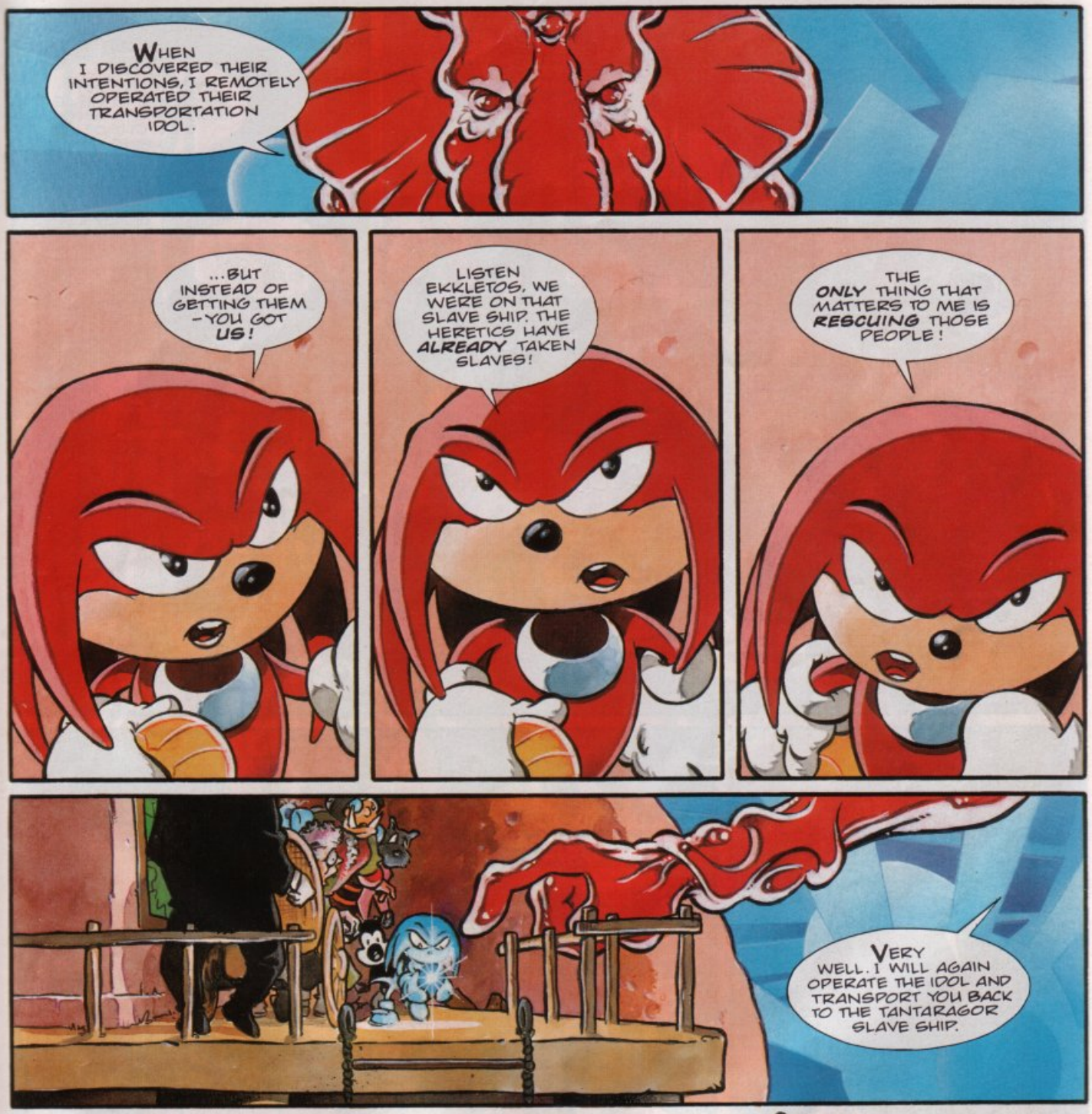
* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA OVERWRITER COLOUR FIBRE-TIPPED PENS.

KNUCKLES, CAPTAIN PLUNDER AND A SMALL NUMBER OF PIRATES FIND THEMSELVES TRANSPORTED TO THE WEIRD TANTARAGOR DIMENSION.
WHAT HAVE YOU GOT US INTO, PLUNDER?
I'LL BE DARNED IF I KNOW, KNUCKLES, LAD!
!!
I AM EKKLETOS. THE SPIRITUAL LEADER OF THE TANTARAR.
IDENTIFY YOURSELVES.
KNUCKLES™
The GHOST SHIP
Part 5
Script: NIGEL KITCHING
Art: NIGEL DOBBYN
Lettering: ELITTA FELL

SPEAK! HOW DID THE IDOL OF TANTARAGOR COME INTO YOUR POSSESSION?
IDOL, WHAT IDOL? I DON'T KNOW WHAT EE'S TALKING ABOUT, MATEY!
PLUNDER, THIS IS NO TIME TO TRY TO BE CLEVER!
HERE IS THE IDOL. THIS PIRATE STOLE IT FROM THE TANTARAGOR SHIP.
THANKS A LOT, KNUCKLES PAL!
I SEE. THIS IS MOST UNFORTUNATE.
LISTEN 'ERE, IF YOU WANT THE IDOL SO BADLY, MAYBE WE COULD MAKE A DEAL?
DON'T BE STUPID, PLUNDER! CAN'T YOU SEE WE'RE OUT OF OUR DEPTH HERE?
YOU FAIL TO UNDERSTAND.
WHEN I REMOTELY OPERATED THE IDOL, I EXPECTED TO TRANSPORT THE THREE HERETICS HERE. NOT YOU!
HERETICS? YOU MEAN THE THREE CREATURES WE MET ON THE TANTARAGOR SHIP?


THE CREATURES TO WHICH YOU REFER ARE FOLLOWERS OF THE EVIL PRIEST ORKYM-RO...
ORKYM-RO RECENTLY DIED AFTER A LONG ILLNESS.
'HIS BODY WAS PLACED IN A STONE COFFIN FOR TRANSPORT INTO THE AFTER-LIFE.'
'THE THREE YOU MET THEN TOOK A SHIP AND, USING THE IDOL, TRANSPORTED THEMSELVES TO YOUR WORLD.'
'YOU SEE, THE FOLLOWERS OF ORKYM-RO BELIEVE THAT THEIR MASTER MUST BE BURIED IN A SACRED MONUMENT.'
'AND TO BUILD SUCH A MONUMENT THEY NEEDED SLAVES. SLAVES WHICH THEY INTENDED TO GET FROM MOBIUS.'


WHEN I DISCOVERED THEIR INTENTIONS, I REMOTELY OPERATED THEIR TRANSPORTATION IDOL.
...BUT INSTEAD OF GETTING THEM -YOU GOT US!
LISTEN EKKLETOS, WE WERE ON THAT SLAVE SHIP. THE HERETICS HAVE ALREADY TAKEN SLAVES!
THE ONLY THING THAT MATTERS TO ME IS RESCUING THOSE PEOPLE!
VERY WELL. I WILL AGAIN OPERATE THE IDOL AND TRANSPORT YOU BACK TO THE TANTARAGOR SLAVE SHIP.
HE'S GONE!
AN' DON'T THINK I'VE FORGOTTEN WHO GOT US INTO THIS MESS!

I'M HERE!
IT'S HOPELESS. NO ONE CAN SAVE US!
QUICK, EVERYONE! GET AS CLOSE TO ME AS YOU CAN... I'M GETTING YOU OUT OF HERE!
IT'S TOO LATE! THE TANTAROR ARE HERE...
RETURN TO US THE IDOL OF TANTARAGOR...OR FACE THE CONSEQUENCES!

NEXT: NO ESCAPE FOR KNUCKLES?

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

THE OOZE

Reviewed by Chris Jones

MD MEGA DRIVE

GAME TYPE: PLATFORM
PLAYERS: 1
PUBLISHER: SEGA
PRICE: £44.99

Gamewise, we have seen a blue hedgehog, a feisty earthworm and numerous famous movie characters and super heroes. But hold on, the latest games star is a green pool of Ooze? Yes, a green, slippy, slidey, slimy, sloppy oozing mess! **The Ooze** is Dr Caine, a scientist, who knew too much about his corporation's plans to develop a deadly plague and then use it to extort money from different governments.

Dr Caine was injected with a bright green liquid by the evil Director, and now he's become a pool of green slime with only a skull and fist remaining from his human form (yuck!). He needs to recover his human structure by searching out his DNA helixes which are the blueprint of life. Slip, slide away over 10 levels in an effort to become a man again. Dr Caine is seeking toxic revenge!

It is weird controlling a pool of green slime around the screen but you do get used to it. Hazards such as aggressive snails, men with lasers and burrowing creatures all do their best to wear away the size of your slime until it costs you a life. Shooting or punching them will create extra ooze that will help prolong your quest. Another thing to be warned of is that you have to keep your ooze on the level or else you can trickle away down a hole and lose a life.

The game is very playable and it's fun slipping around. The graphics are not top draw and perhaps the game lacks a bit of speed and variety. However, **The Ooze** does keep your brain ticking over as you try to slide around levels in an attempt to recover your DNA. A good novelty game but not a great game. If your tastes are a little way out then this might be for you.

FINAL COUNTDOWN

RAVES
Original idea. Quite good gameplay.

GRAVES
Not fast and furious enough. More distractions needed!

GRAPHICS 68
SOUND 70
PLAYABILITY 72
OVERALL 70

MAGIC CARPET

Reviewed by David Gibbon

SATURN

SATURN

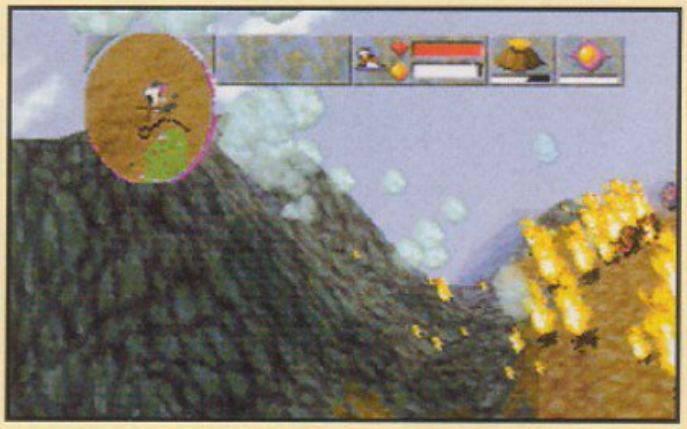
GAME TYPE: 3D SHOOT'EM-UP
PLAYERS: 1
PUBLISHER: BULLFROG
PRICE: £44.99

The blockbuster PC game which at last year's industry 'oscars', won best game of the year award, has now been converted to the Saturn and it plays and looks even better than the original!

Magic Carpet has been programmed with one of the best 3D intro sequences ever, depicting a wizard casting a magic spell on a carpet, then battling it out with a spectacular looking dragon!

As soon as you start to play the game, you'll be amazed at how smooth and fast everything moves, and even more so when you see how much freedom of movement you get! Each of the 50 levels included in the game has you, as a wizard called Zanzamar, flying freely on a magic carpet around each 3D virtual world using and picking up spells, fighting baddies and collecting items to restore the world to peace. You even get to build property to help the local civilians, but don't get on their bad side by shooting at them, otherwise you're in for a shock!

As with all Bullfrog games, **Magic Carpet** is fun, addictive and exciting, while at the same time it doesn't leave you frustrated when you do something wrong. Pure gaming genius!

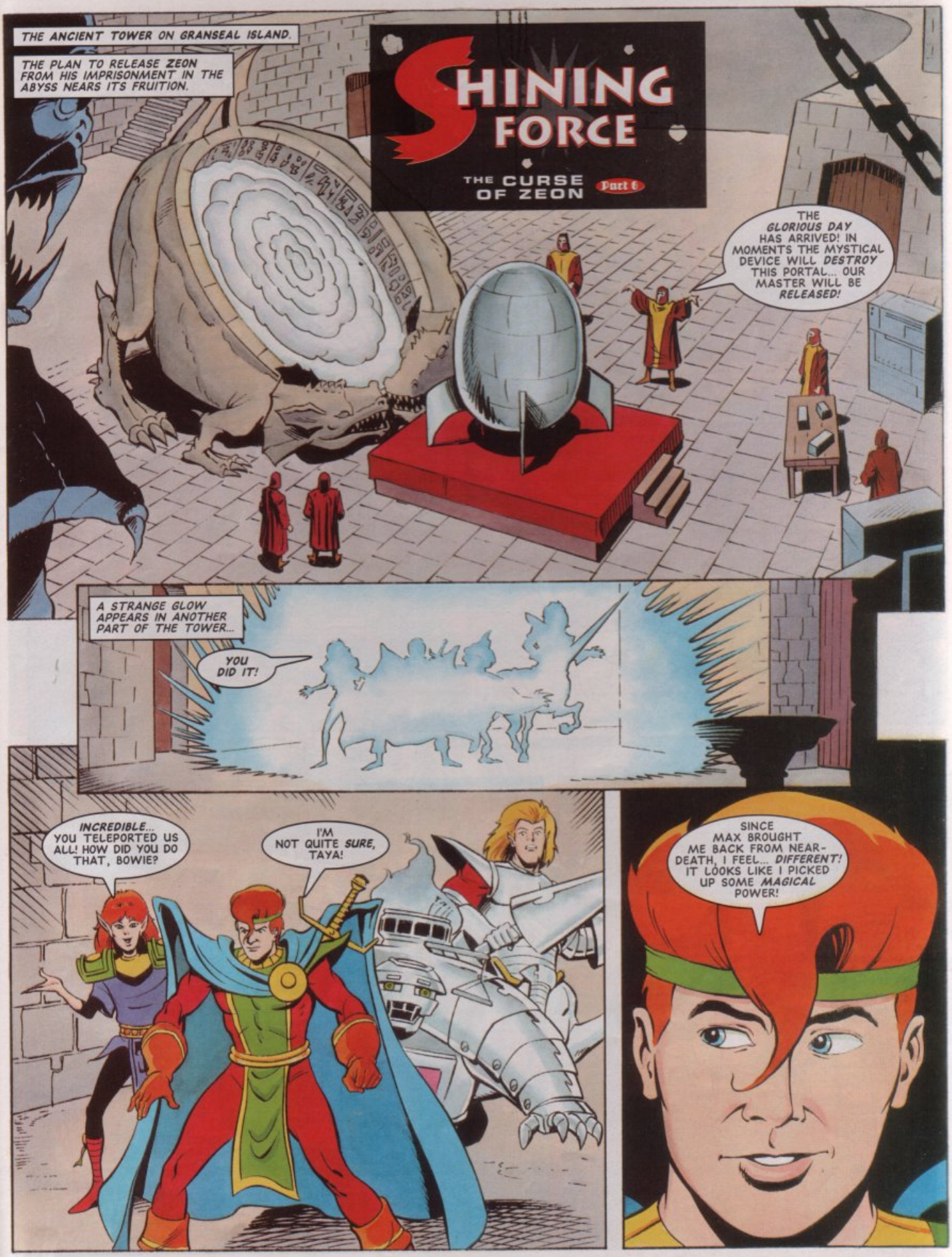


FINAL COUNTDOWN

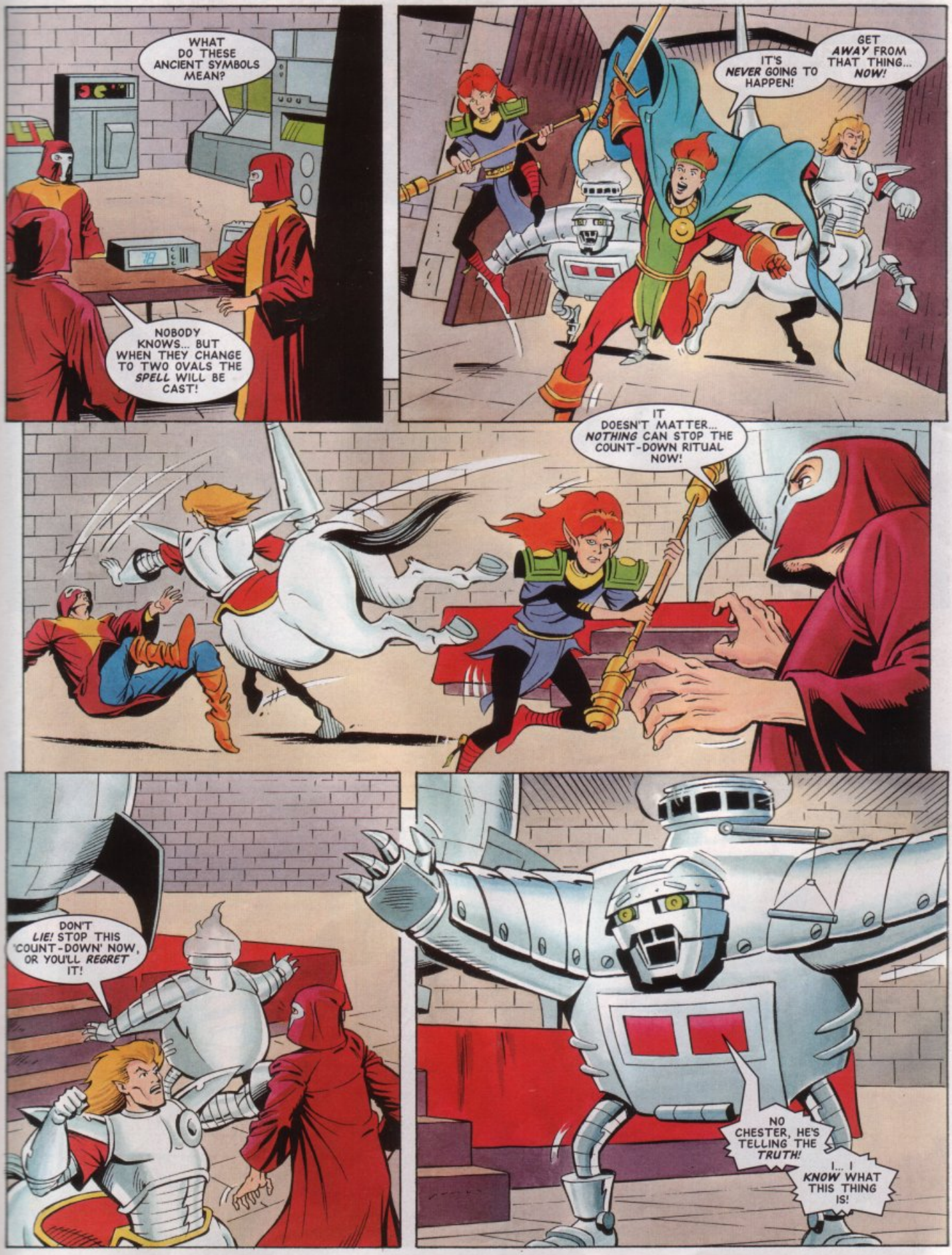
RAVES
This game is a must for your Saturn system.

GRAVES
None!

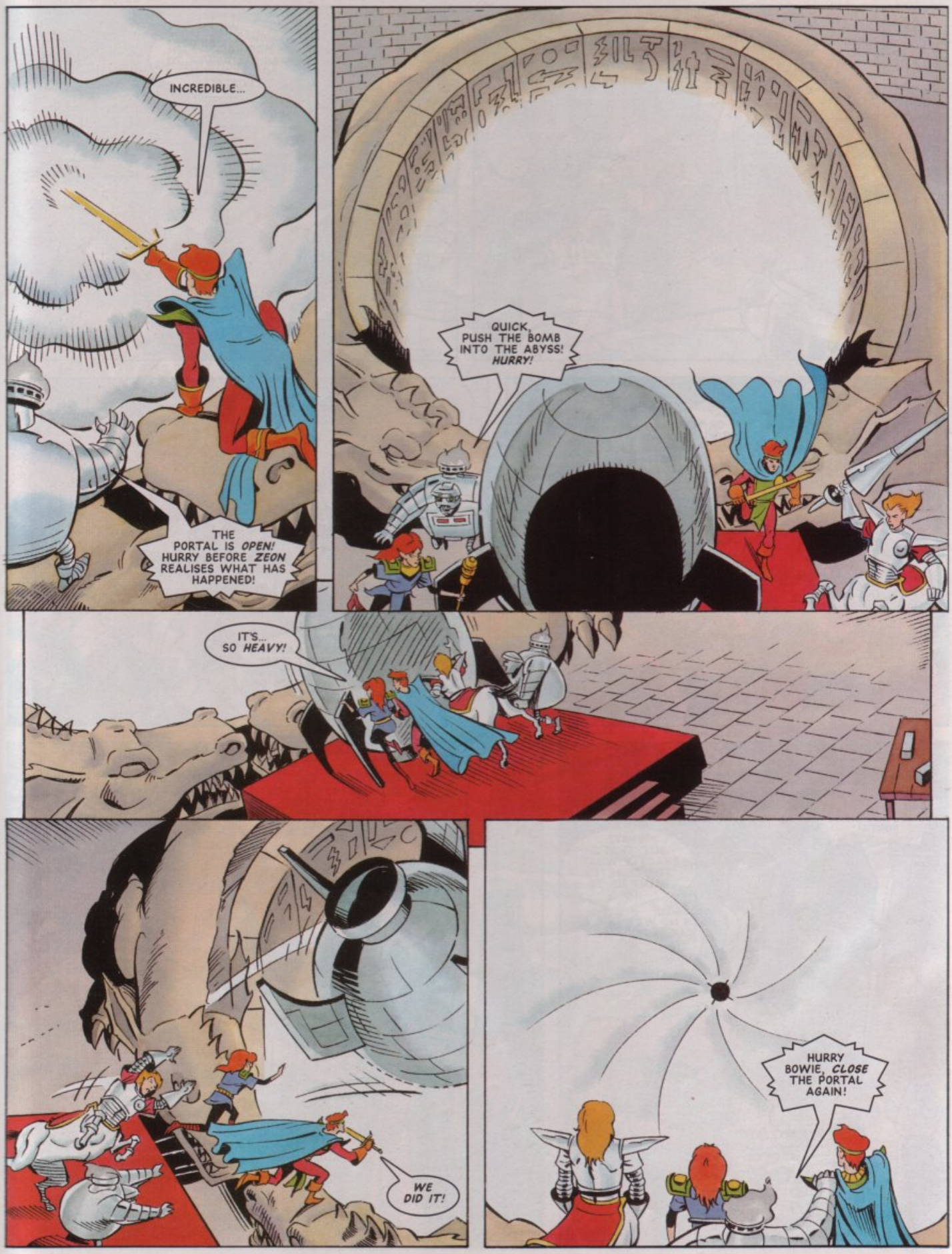
GRAPHICS 94
SOUND 91
PLAYABILITY 93
OVERALL 94


THE ANCIENT TOWER ON GRANSEAL ISLAND.
THE PLAN TO RELEASE ZEON FROM HIS IMPRISONMENT IN THE ABYSS NEARS ITS FRUITION.
SHINING FORCE
THE CURSE OF ZEON
Part 6
THE GLORIOUS DAY HAS ARRIVED! IN MOMENTS THE MYSTICAL DEVICE WILL DESTROY THIS PORTAL... OUR MASTER WILL BE RELEASED!
A STRANGE GLOW APPEARS IN ANOTHER PART OF THE TOWER...
YOU DID IT!
INCREDIBLE... YOU TELEPORTED US ALL! HOW DID YOU DO THAT, BOWIE?
I'M NOT QUITE SURE, TAYA!
SINCE MAX BROUGHT ME BACK FROM NEAR-DEATH, I FEEL... DIFFERENT! IT LOOKS LIKE I PICKED UP SOME MAGICAL POWER!

Script: NIGEL KITCHING Art: MARTIN GRIFFITHS Colouring: GINA HART Lettering: STEVE POTTER


WHAT DO THESE ANCIENT SYMBOLS MEAN?
NOBODY KNOWS... BUT WHEN THEY CHANGE TO TWO OVALS THE SPELL WILL BE CAST!
IT'S NEVER GOING TO HAPPEN!
GET AWAY FROM THAT THING... NOW!
IT DOESN'T MATTER... NOTHING CAN STOP THE COUNT-DOWN RITUAL NOW!
DON'T LIE! STOP THIS 'COUNT-DOWN' NOW, OR YOU'LL REGRET IT!
NO CHESTER, HE'S TELLING THE TRUTH!
I... I KNOW WHAT THIS THING IS!

THIS ANCIENT DEVICE IS A *NUCLEAR BOMB!* A TERRIFYING WEAPON THAT NO CIVILISED PEOPLE WOULD EVER *DREAM* OF USING!
WE KNOW THAT THIS DEVICE HAS ENOUGH MAGICAL POWER TO *DESTROY* THE PORTAL!
IS HE RIGHT, ZYNK?
OH YES! THE BOMB HAS ENOUGH *POWER* TO DESTROY THE PORTAL, THIS TOWER AND *HALF* OF GRANSEAL ISLAND!
LIAR!
YOU *FOOLS* DON'T HAVE THE *SLIGHTEST* IDEA WHAT YOU HAVE HERE, DO YOU? NOW HUNDREDS OF INNOCENT PEOPLE WILL *DIE!*
WAIT, I HAVE AN *IDEA! OPEN* THE PORTAL!
WHAT? BUT THAT'S EXACTLY WHAT THE ZEONITES *WANT* US TO DO!
BESIDES, THERE'S NO WAY WE *CAN* OPEN IT!
YES, WE CAN! YOU HOLD THE *KEY* TO THE PORTAL IN YOUR HANDS, BOWIE.
MY SWORD?
TRY IT...


INCREDIBLE...
THE PORTAL IS *OPEN!* HURRY BEFORE *ZEON* REALISES WHAT HAS HAPPENED!
QUICK, PUSH THE BOMB INTO THE ABYSS! *HURRY!*
IT'S... SO *HEAVY!*
WE DID IT!
HURRY BOWIE, *CLOSE* THE PORTAL AGAIN!

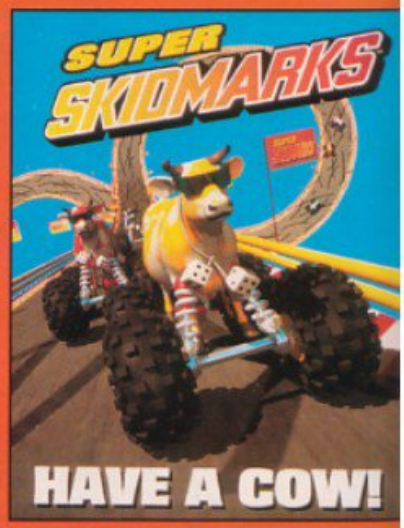
WE'VE *WON!* THE BOMB IS SEALED IN THE ABYSS! WE'VE SAVED...
WHOOOM!
WHEW... IF THE BOMB CAN DO THAT *FROM* INSIDE THE ABYSS...
YOU HAVE DONE *WELL*, SHINING FORCE... BETTER THAN I COULD HAVE HOPED FOR!
MAXIMILLIAN!
YOUR FIRST TEST IS OVER AND YOU HAVE COME THROUGH IT WITH *HONOUR!*
LET THE FORCES OF EVIL *BEWARE*. THE WORLD OF RUNE HAS NEW CHAMPIONS... *THE SHINING FORCE!*
DO YOU WANT SHINING FORCE BACK SOON? LET **STC** KNOW.
NEXT ISSUE: **TAILS IS GROUNDED!**

Q ZONE

Q IS FOR QUESTION.
Q IS FOR QUERY.
Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



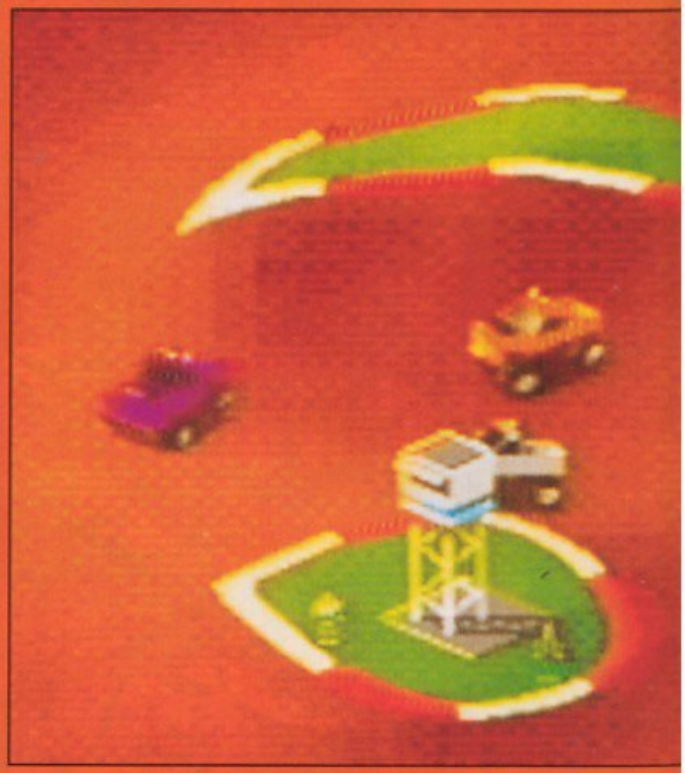
Compiled by Chris Jones

First, a really big thank you for a star letter from **Steven Raw** of Northallerton in North Yorkshire, who virtually wrote a book on how to defeat all the bosses on *Sonic & Knuckles*. Greetings also to **Mark Mshila** who comes from Nairobi in Kenya. It's amazing where you can find *STC*!

SUPER SKIDMARKS

MD MEGA DRIVE

This cool game has got everything from a multitude of Minis and a score of sports cars to a tally of monster trucks! The name of the game is to race them to their limit. Fun enough you might think, but the folks at



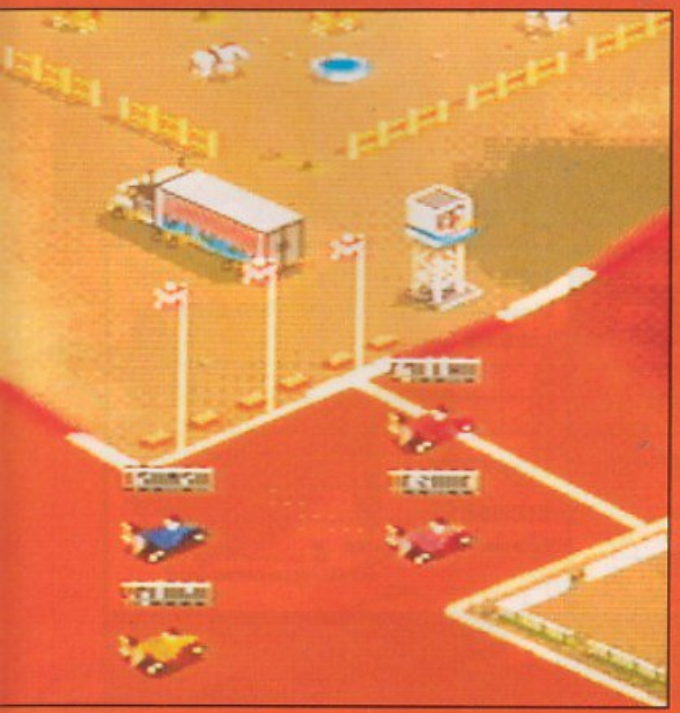
Codemasters who made this game have added some hidden fun.

Enter these passwords on your name screen:-

SAVAGE	-	You will start with a turbo engine
MOOMOO	-	You will always race as a cow
KRAZED	-	You will always race as a Formula One car
SHADOW	-	You will race as a shadow

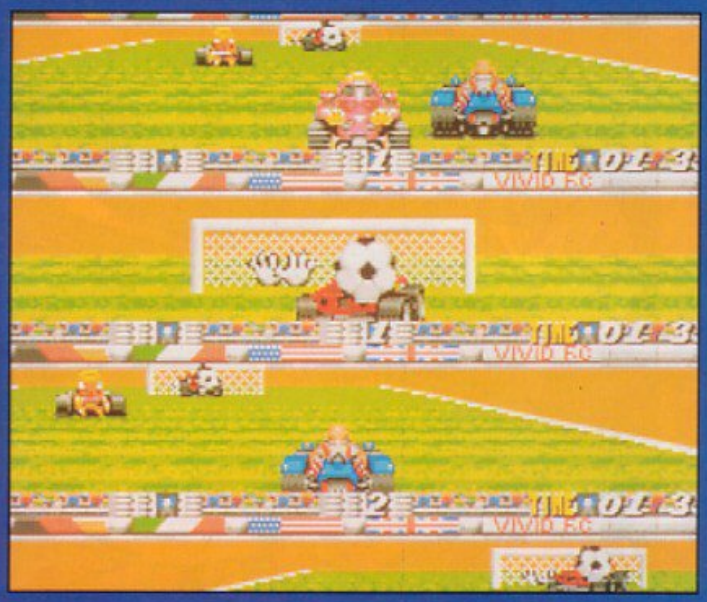
If you're not happy with those, then enter these passwords on the options screen:-

SPRINTER	-	Gets you straight to the pro league
CHOCMILK	-	Bovine Warrior mode (cows)
GUARDIAN	-	Acid Grand Prix
SPACE MAN	-	Race in nearly Zero Gravity



STREET RACER

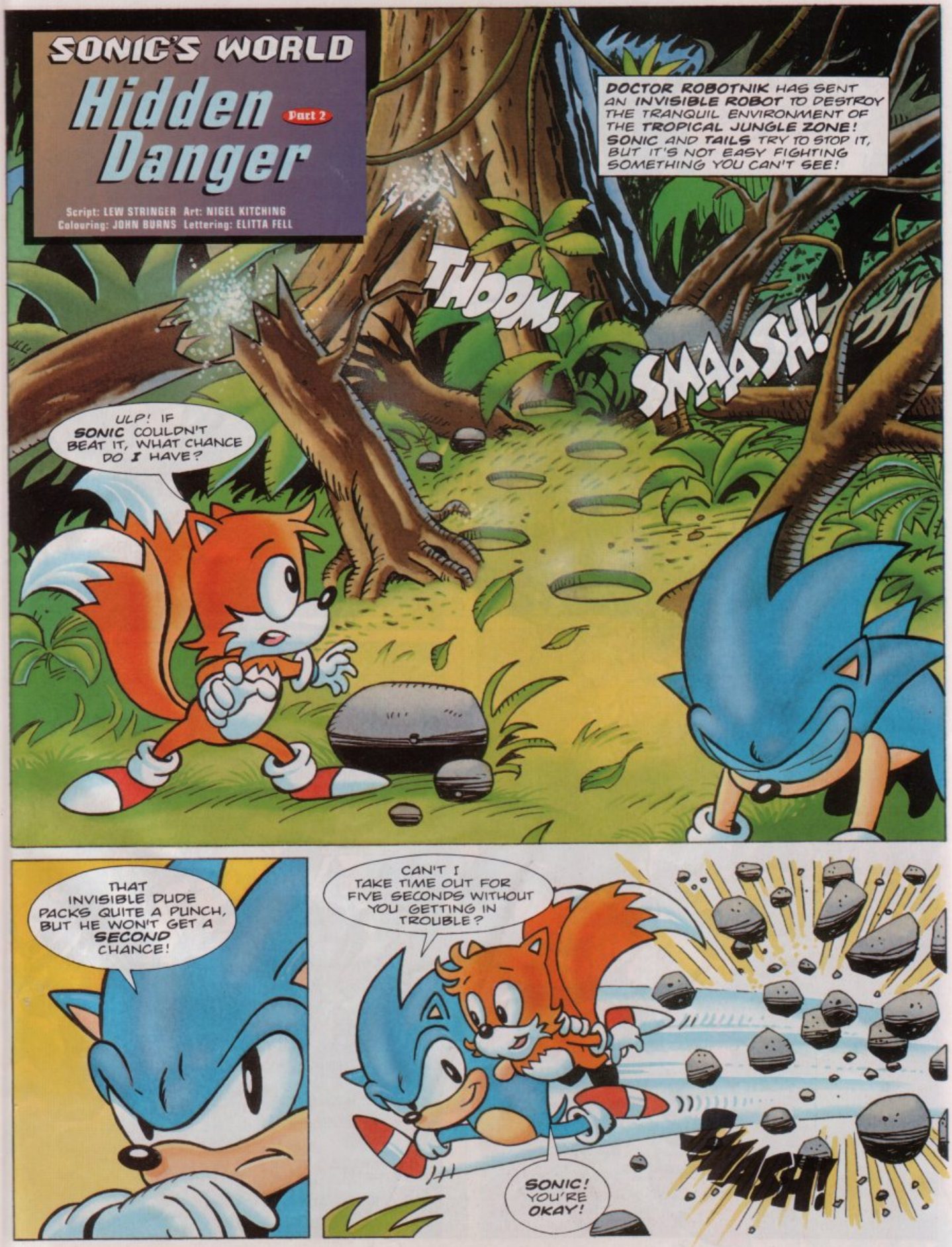
MD MEGA DRIVE

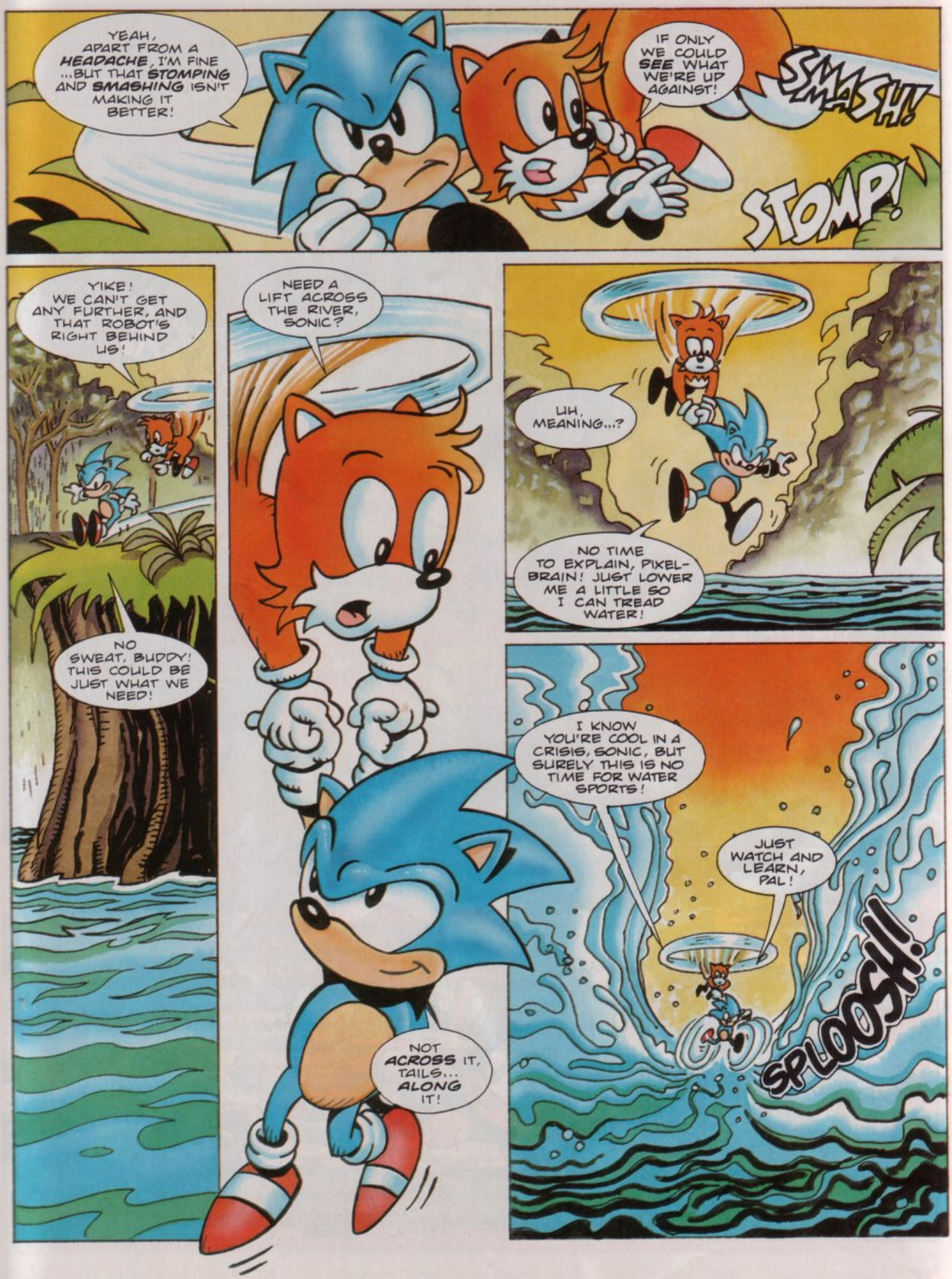


Here's a brilliant cheat for this game to enable you to edit the abilities of all the characters.

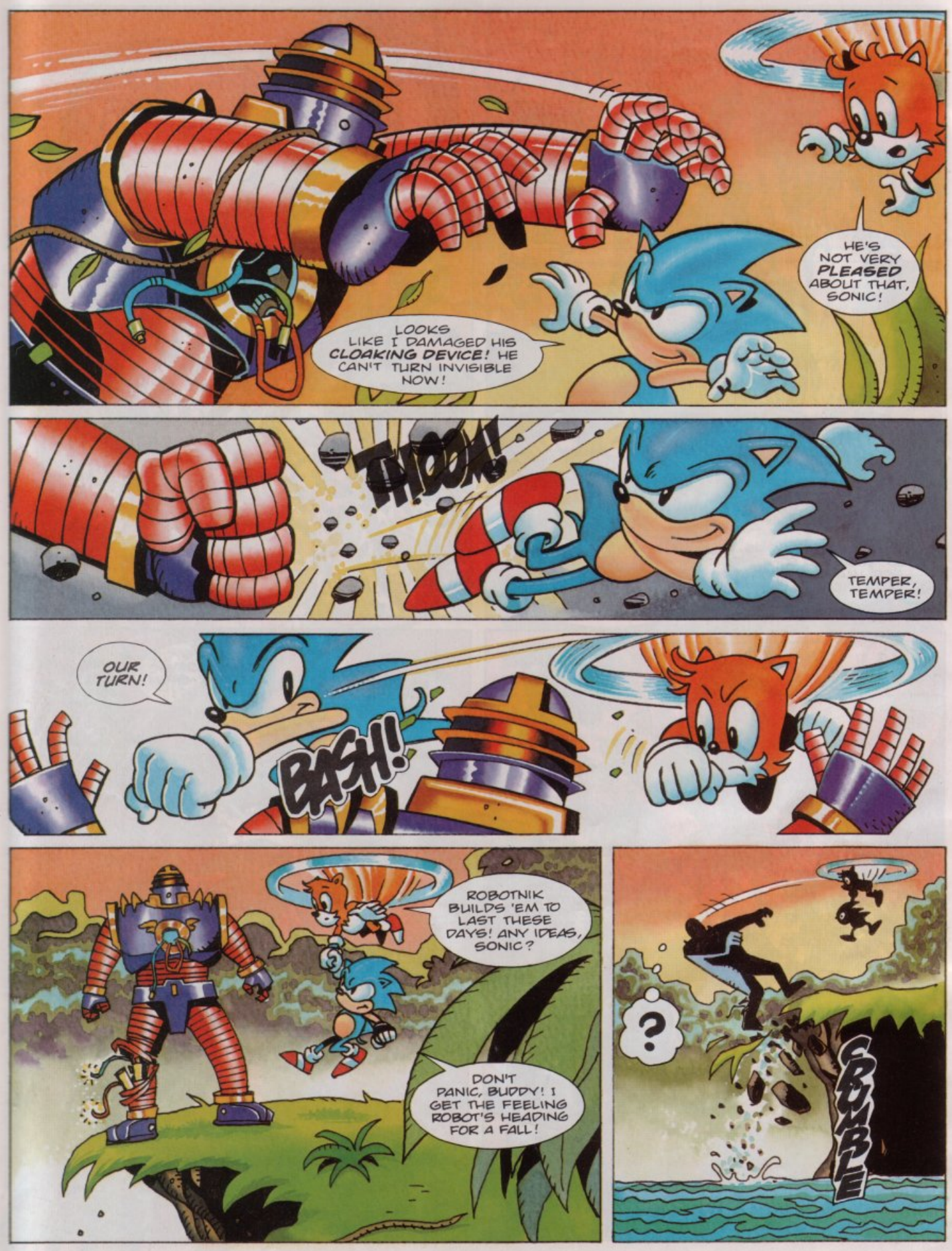
Go to the character and select screen and press **A,B,C,A,B,C,A,B** and you'll hear a cheer. If you **hold A** and **press Right** you'll see the power bars move up. You can now select different bars by **holding A** and **pressing Up and Down.**

NEXT ISSUE: **EARTHWORM JIM II SPECIAL!**

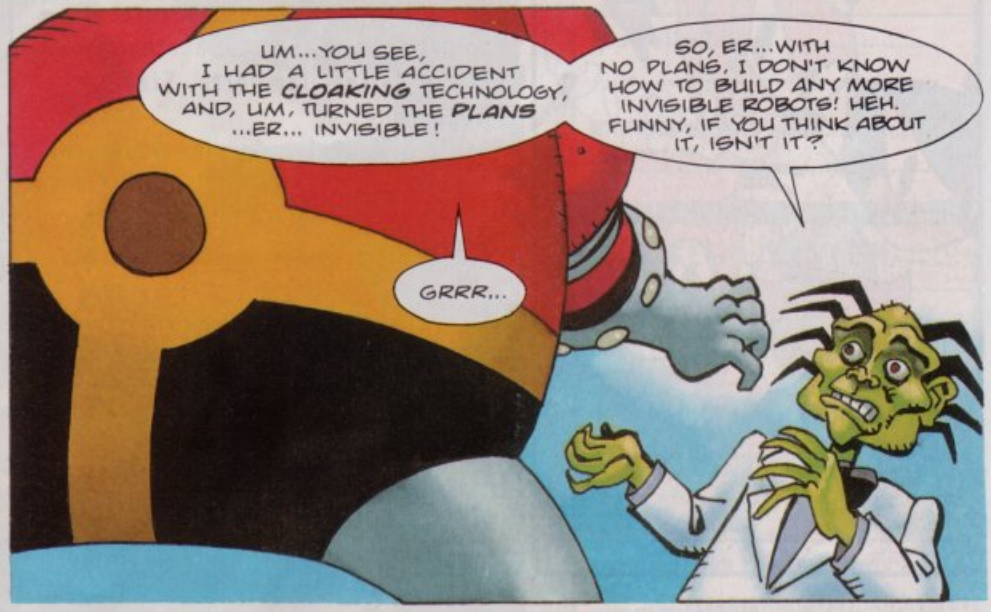

SONIC'S WORLD
Hidden Danger
Part 2
Script: LEW STRINGER Art: NIGEL KITCHING
Colouring: JOHN BURNS Lettering: ELITTA FELL
DOCTOR ROBOTNIK HAS SENT AN INVISIBLE ROBOT TO DESTROY THE TRANQUIL ENVIRONMENT OF THE TROPICAL JUNGLE ZONE! SONIC AND TAILS TRY TO STOP IT, BUT IT'S NOT EASY FIGHTING SOMETHING YOU CAN'T SEE!
THOOM!
SMAASH!
ULP! IF SONIC COULDN'T BEAT IT, WHAT CHANCE DO I HAVE?
THAT INVISIBLE DUDE PACKS QUITE A PUNCH, BUT HE WON'T GET A SECOND CHANCE!
CAN'T I TAKE TIME OUT FOR FIVE SECONDS WITHOUT YOU GETTING IN TROUBLE?
SONIC! YOU'RE OKAY!
SMASH!


YEAH, APART FROM A HEADACHE, I'M FINE ...BUT THAT STOMPING AND SMASHING ISN'T MAKING IT BETTER!
IF ONLY WE COULD SEE WHAT WE'RE UP AGAINST!
SMASH!
STOMP!
YIKE! WE CAN'T GET ANY FURTHER, AND THAT ROBOT'S RIGHT BEHIND US!
NO SWEAT, BUDDY! THIS COULD BE JUST WHAT WE NEED!
NEED A LIFT ACROSS THE RIVER, SONIC?
NOT ACROSS IT, TAILS... ALONG IT!
UH, MEANING...?
NO TIME TO EXPLAIN, PIXEL-BRAIN! JUST LOWER ME A LITTLE SO I CAN TREAD WATER!
I KNOW YOU'RE COOL IN A CRISIS, SONIC, BUT SURELY THIS IS NO TIME FOR WATER SPORTS!
JUST WATCH AND LEARN, PAL!
SPLOOSH!!

HEY! WE CAN SEE WHERE THE ROBOT IS NOW HE'S WET!
CONGRATULATIONS, TAILS! YOU'RE A CONTENDER FOR 'MASTERMIND OF MOBIUS'!
NOW LET'S SEE IF THIS CREEP CAN REALLY BE SEEN FOR WHAT HE IS!
WHIZZZ!
YESSS! YOUR WHIRLWIND HAS MADE THE LEAVES STICK TO HIM!
AND IT'S MY GUESS HIS VISUAL CIRCUITS ARE OBSCURED TOO, SO WHILE I'VE GOT THE ADVANTAGE...
...IT'S TIME FOR A SUPER-SPIN ATTACK!
FZZZTTT!
FDANG!


LOOKS LIKE I DAMAGED HIS CLOAKING DEVICE! HE CAN'T TURN INVISIBLE NOW!
HE'S NOT VERY PLEASED ABOUT THAT, SONIC!
THOOM!
TEMPER, TEMPER!
OUR TURN!
BASH!
ROBOTNIK BUILDS 'EM TO LAST THESE DAYS! ANY IDEAS, SONIC?
DON'T PANIC, BUDDY! I GET THE FEELING ROBOT'S HEADING FOR A FALL!
?
SPLASH

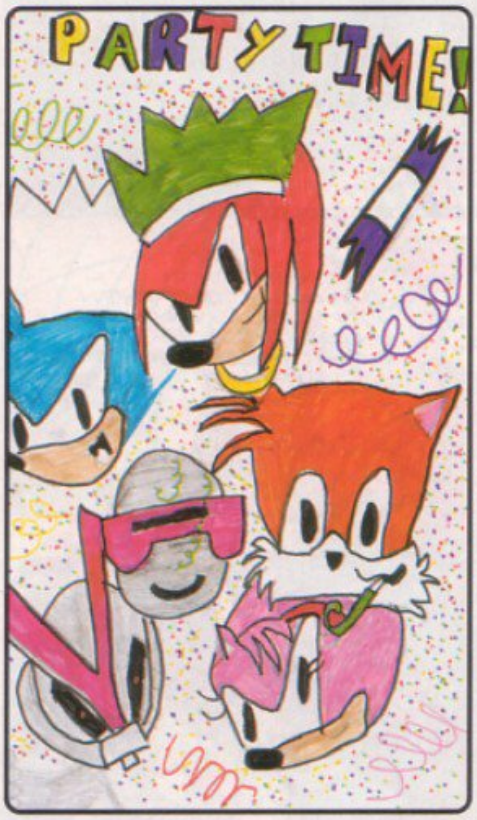
A MINOR SETBACK, EH, GRIMER? SONIC WON'T BE SO FORTUNATE WHEN YOU BUILD AN ARMY OF INVISIBLE ROBOTS! HAH!
ERM... THAT'S GOING TO BE DIFFICULT, DOCTOR!


UM... YOU SEE, I HAD A LITTLE ACCIDENT WITH THE CLOAKING TECHNOLOGY, AND, UM, TURNED THE PLANS ...ER... INVISIBLE!
SO, ER... WITH NO PLANS, I DON'T KNOW HOW TO BUILD ANY MORE INVISIBLE ROBOTS! HEH. FUNNY, IF YOU THINK ABOUT IT, ISN'T IT?
GRRR...

NEXT ISSUE: **BRUTUS** IS BACK!

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

Join *STC* 79's 3rd birthday party next issue!



Cameron Mof, Bracht, Germany.
Sonic & Knuckles Camera Winner.

LOVE SICK HUME!

Dear Megadroid,

I am madly in love with Knuckles. I went to the doctors and they said I had echidnaritus.

Rachel Smith, Knowsley, Liverpool.
Sonic & Knuckles Camera Winner.

I strongly suggest the Knuckles Knock-out Special, on sale 25th May. Packed with info and pics of the red heart-throb, guaranteed to keep love sick Boomers satisfied!

YELLING TAILS!

Dear Megadroid,

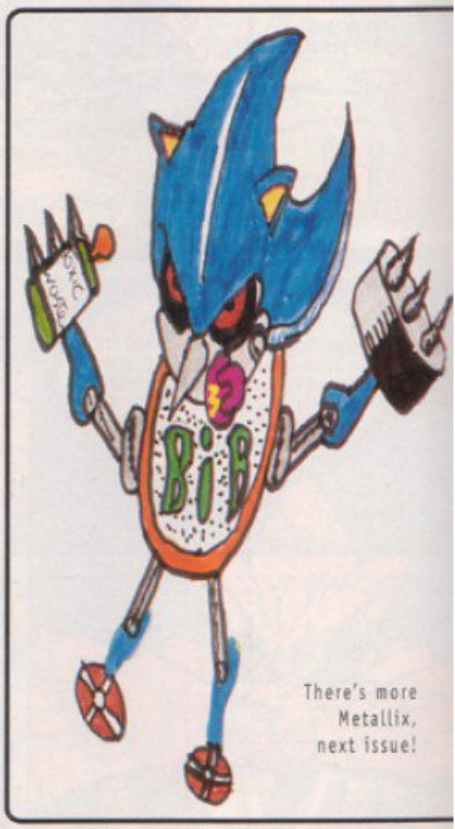
I lost my temper with *STC* 59's free transfers. First Tails' foot came off, then half his tail, and finally, his face, so I screwed them all up in a fit of anger! I regret it now, so please send me another set.

Robyn Catley, Tamworth, Staffs.
MDII owner.
Sonic & Knuckles Camera Winner.

My sixth sense told me I was going to receive your letter Robyn, so I hope this issue's free transfers will calm you down.

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA SONIC & KNUCKLES DISPOSABLE CAMERA, COMPLETE WITH 27 FULL-COLOUR FUJI EXPOSURES.

Send your e-mail messages to:
stc@egmont.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!



Daniel Hildy, W Yorks.
Sonic & Knuckles Camera Winner.

UKCAC OK!

Dear Megadroid,

Please thank everyone at *STC* for the great time I had at the UK Comic Art Convention back in March. My mum and I also enjoyed meeting Sonic in 'person'. *STC* forever!

William Preston, Woolwich, London.
MD owner.

He spoke highly of you as well, William! Once again the event was a success with the STC creators and Boomers alike.

NEXT ISSUE

STC'S 3RD BIRTHDAY!

FREE SONIC SPINNER!

3
NEW STORIES

SONIC!
MIRACLE PLANET!

SONIC'S WORLD!
REVOLUTION!

TAILS!
GROUNDED!

PLUS

KNUCKLES!
GHOST SHIP CONCLUSION!

REVIEW ZONE!
SATURN GAMES!

SEGAWORLD!
NEWS SPECIAL!

Q ZONE!
EARTHWORM JIM 2

STC 79

ON SALE SATURDAY, 25 MAY '96

£1.20

DATA STRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE ☐ AGE ☐

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 78

☐ %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.